

The Ryde School  
Curriculum Information  
Spring Term 2025  
Year 2

Curriculum Area	Topics Covered	
Art	<u>Expressive Painting</u> Explore the work of Marela Zacarias and Charlie French. To explore colour mixing. To experiment with brush work. To create our own art tools To create abstract still life artwork.	
Religious Education	<u>Who is Jewish and what do they believe?</u> <u>How should we care for others and why does that matter?</u>	
Design and technology	<u>Wheel and Axles</u> To explore wheels and axles. To follow a design and make a product. To evaluate.	
Geography	<u>Places:</u> The Arctic and Kenya <u>Patterns:</u> Human and physical features including population and climate.	
History	<u>Investigate and interpret the past:</u> The impact of The Moon Landing and those who made it possible. The legacy of Katherine Johnson. World War 1 and 2 - focus on aircraft. The importance of Geoffrey de Havilland.	
Information technology	Creating media- Digital photography. Creating media- Digital music.	
Physical Education	<u>Gymnastics:</u> To be able to travel in a variety of ways. To move with balance and control. To put skills together to create a sequence.	
Science	<u>Plants:</u> What plants need to grow. <u>Animals including humans:</u> Food chains and basic needs.	<u>Materials:</u> Suitability of materials for a range of purposes.
PSHE	Dreams and Goals. Healthy Me.	

**Enrichment Activities:**

STEMpoint work shop - linked to everyday materials.

Fieldtrip to RAF Hendon linked to our learning in history.

**How you can help your child:**

- Read daily with your child including practicing high frequency words.
- To develop an understanding of a text, ask your child questions when reading e.g. who were the main characters? What was the problem in the story? What did you like about the text?
- Practice handwriting and encourage your child to write shopping lists, letters, stories etc.
- Practice different maths topics we have covered so far e.g. number bonds to 100, addition and subtraction within 100, reading the time and times tables using the Times Tables Rock Star app.
- When playing games, incorporate maths; rolling a die, moving forwards and backwards, talking about time.